

A New series brought to you by the studio that produced the hit series I'm A Dinosaur!

Bathtime is bubbling
with ADVENTURE!



TUB TIME TRAVELS



Developed By Adam Mimmagh & Debbie MacDonald -- Written by: Doug Sinclair
52 x 11 Minute Preschool



Whenever Josie & Jack jump into their tub, it whisks them away on a wildly imaginative adventure!



Your bathtub might just be full of water and soap, but not Josie & Jacks!

Sometimes theirs is full of the Lost Kingdom of Atlantis. Sometimes its full of the deepest darkest uncharted jungles of Borneo. Once it was full of King Arthurs round table. And another time, somehow, it was crammed with all 67 moons of Jupiter and a couple of Saturns rings too! With all that stuff in there, it's a wonder there's any room left for bubbles!

And isn't it amazing how the tub just seems to know what it is they're most curious about when they get in? If they happen to be wondering whether pengiuns ever really eat fish can cannot fly, the minute they splash into the bath they'll be riding the tub like a toboggan down snowy Antarctic slopes.

If they're ever wondering whether Blackbeard actually had a black beard, you can bet as soon as their toes have touched the suds they'll be sailing alongside the Queen Anne's Revenge in their bathtub brigantine.

Josie & Jacks love bath time. It's because every bath time their tub takes them somewhere new, amazing and totally impossible. They don't always know where, and they don't always know what kind of crazy predicament they'll get into and they *really* don't know if once they've finished exploring the wildest corners of their imaginations if they'll even have enough time to wash behind their ears. However they do know for sure its going to be FUN!!

Meet your new friends...

Josie



**Adventurous, gung-ho
let's-go big sister**

Jack



**Lovable, curious, inquisitive and
determined collector of facts**

Josie

You simply can't get more enthusiastic and adventurous than Josie.

She's the gung-ho-let's-go big sister leading the way on all of Josie and Jack's wild adventures.

If they're on a mission, she's the one pushing to the goal. If they're on a treasure hunt, she's the one with the map, making sure they're following it to where X marks the spot. And no stopping! Not when there's so much to do!

Sure, sometimes that means she moves a little fast. And maybe she doesn't always think things all the way through. And maybe sometimes that means she gets them into sticky situations that may not have happened if she'd slowed down a little bit. That's okay, though, because whenever she gets them into something, she's got more than enough resourcefulness to get them back out again. Just keep going, already!

Her catchphrase: "Rub-a-dub-dub" -- it's the rallying cry that launches every episode into adventure:

"Rub-a-dub-dub, this tub is a sub!"

"Rub-a-dub-docket, this tub is a rocket!"

"Rub-a-dub-dee – let's be pirates at sea!"



Jack

Jack is the curious, inquisitive one of the pair. He's certainly not lacking the same adventurous spirit that his sister has, but he's more likely to stop and look around.

He's an endless font of questions, and a determined collector of facts.

"Monkey bars?! COOOOL!!!...
Wait, where are the Monkeys?"

Good thing he's got his big sister there to answer all his questions and help him along. If he asks "**How tall do you need to be if you want to be a pirate?**", she'll be there to say "this tall, Jack!" and lift him up high enough.

Jack's eternal curiosity for details sometimes means he's prone to distraction. But curiosity is never a bad thing, and his distractions have a funny way of coming in handy at the best possible times. It might seem like he's slowing them down by wanting to know which of those dinosaurs eat plants and which eat meat, but later on those could be exactly the facts that help them get out of a Jurassic pickle!

Jack always brings something into the tub with him, and his catchphrase is based on whatever he brought that day:

"A bath's not a bath without a soapy sponge!"

"A bath's not a bath without a shoebox full of race cars!"

"A bath's not a bath without a ham sandwich and potato salad!"



Speedy

Josie and Jack adore their dog. They named him Speedy because he looked like he'd be the fastest dog ever. But no. He's not! He's anything but fast.

His favourite activity is napping, and he does it better than anybody else. In fact, Speedy spends more time asleep than awake! When Josie and Jack are called for bathtime he'll happily run after them and park himself on the floor next to them but when the bubbles appear he can't contain his excitement. He'll jump up, trying to catch the floating soapy suds on his nose before whipping himself into a frenzy and jumping in the bath too.

Whenever Josie and Jack arrive in one of their adventures, Speedy is somehow already there and a big part of whatever world they find themselves in. He might be the Western town Sheriff, or the conductor on a trans-Atlantic floating railway, or an indestructible canine superhero!

But even when he's Captain Speedo the submarine pilot, or Emperor Speedicus of Rome or Speedlock Holmes, he's still actually pretty snoozy.



Yellow

In the real world, Yellow is an inflatable swim ring with a duck's head. And he doesn't do much other than sit around Josie's waist being, as his name suggests, yellow.

But once Josie & Jack are off on their adventure, Yellow takes on new life! He becomes a walking-and talking duck sidekick with a mind of his own. And what a mind! Yellow seems pretty sure he knows everything about everything. He's got a fact for every occasion, usually proffered with total, unshakeable confidence. "Everybody knows that!"

The trouble is, most of the time his facts might not be quite as factual as he thinks. And Jack, as the relentless gatherer of information, always wants to be sure.

If Yellow says "Everybody knows the moon isn't cheese, it's fudge!", Jack might want to go and break off a chunk of moon rock just to find out what it really is. Often Yellow's "facts" send their adventures in whole new directions. But that's just part of the fun!



Bathtub

In the real world it may be just an antique tub with a showerhead and a pull-chain drain.

Once the kids engage their imaginations, the tub becomes whatever they need, whether it's a submarine, a chariot, or an intergalactic spaceship.

It's typical bathtub appendages will even morph into useful parts - a showerhead "periscope", a soap basket "baseball catchers mask", a drain plug "anchor", or a pair of soapy bar "ice skates" and the tub is utterly reliable.

It always gets them where they want to go, and they know it will always get them home safe, sound and squeaky clean!



Fantasy World Characters

While Yellow and Speedy appear in practically every episode, each episode also introduces a fresh new cast of characters based on whichever location the kids are visiting. If our heroes visit Atlantis, they'll meet a whole crew of merfolk and talking fish! A trip to the Old West will present a different cast of cowpokes and rustlers. Simply put, the characters grow out of the situation, and out of the 'kids' imagination.

The Parents

Josie and Jack's parents are only ever heard in the real world. After all, children live in a world of belt buckles and bellybuttons. They never appear in Josie and Jacks imaginary escapades because these fabulous adventures are just for kids. And when the adventures are over, you can be sure that mum and dad will be there to tuck them up in bed for snuggles.

Educational Takeaway

“Though we're in imagination-land, learning goes hand in hand with imagination. So each episode has at least three educational “take-aways” -- bits of information for our new-to-school viewers to learn and retain by watching.”

Some are just facts, like: When you drop something, gravity makes it fall downward. Or, whales breathe air like people.

Often we learn this by first getting a question from Yellow who thinks he already knows all the facts.

"Everyone knows gravity goes up!" It's up to the kids to figure out if he's right. Or sometimes it's simply Jack's curiosity and drive for knowledge that leads them to pick up new information.

Other times the kids have to use problem-solving skills in conjunction with their new knowledge to solve their predicaments. It's one thing to know what a lever is, but it's another thing to figure out how to use a lever to help get that big dragon unstuck from between those rocks.

No matter how fanciful the settings are, abstract concepts (colour, shapes, counting, special relations) are always true, and chances to learn are everywhere you go -- even into the imagination.

Each 11-minute story begins in the Real World. Josie and Jack are playing happily when mum or dad calls them in for bath time. The kids race for the bathroom closely followed by Speedy who will always flop down right next to the bath and settle down for another snooze.

Once in the bubble-filled tub, Speedy springs to life and tries to catch the bubbles as they float around the bathroom. He will always end up in the bathtub with Josie and Jack and the adventure will begin.

Adventures will be instigated by something they've found or are playing with in the real world. Whether a toy giraffe or a handful of crackers, anything can trigger their imagination.

Once they arrive in their imaginary world, Josie and Jack will encounter a problem. They may be stumped at first but with the help of Yellow, and a whole host of exciting characters, they'll always find a solution. They may even find an answer to their own real-world questions and learn something new.

When the problem is solved, a bubble dissolve will take our friends back into the real world where bath time is almost over.





Story Idea's

The stories all stem from whatever thing Josie & Jack bring into the bath with them: an object, a question, or a parental suggestion. Anything can spark a story! This blueprint leads to four types of stories:

The Bookend Story: These stories focus on Josie & Jack. They have a problem or a question or a disagreement in the Real World. When they get to their Fantasy World, they face events that may be wild and wacky... but the two siblings return from their journey with an answer - wiser than before.

The Helpful Heroes: These stories focus on a problem in the fantasy world. The inhabitants of a strange locale are in some kind of trouble (usually ridiculous trouble – like a stampede of lobsters or a flying horse that's been grounded). Josie & Jack, Speedy and Yellow are on hand to right wrongs and restore balance.

The Quest Within a Quest: Once into their adventure, Josie & Jack have a simple goal. (e.g. find the delicious Twinkleberry tree.) Unfortunately, the Tennis Unicorn (a racket instead of a horn) wants them to do her a favor before she'll share her Twinkleberry map. And off they go on a secondary quest. Can one quest solve the other?

The Prop du Jour: As mentioned before, any object can spark an adventure. (The weirder the prop, the weirder the adventure!) So that old horseshoe or that new action figure or that musical birthday card from Aunt Michelle can each be the thingie that sends them into a strange and exciting escapade! There is no “take-away” on how to solve a Real World problem; rather, the kids simply have a whiz-bang adventure.



Sample Stories

No Bedtimes!

Tired of having to go to bed right after their bath every single night, Josie & Jack dream of a place with no bedtimes. Wouldn't that be amazing! They take the tub out into space to try to find a planet where it never gets dark, so bedtime never happens. They discover a hidden planetoid with two suns. Perfect! The sun never sets! Even better, the place is loaded with toys and games. It's a paradise for kids. The planet's only inhabitant is a space rooster (who looks suspiciously like Speedy with a rooster hat on) that loves to CROW, which it gets to do a lot -- since one sun is always rising whenever the other sets. Josie & Jack enjoy the endless day, playing with the amazing space toys. Inevitably they start to get sleepy. Maybe a nap wouldn't be so bad, right? Every time they start to sleep the rooster's CROWING wakes them up. And even the rooster is tired of it being day all the time, and in typical Speedy fashion really wishes he could just have a good night's sleep. How do they ever stop the sun from keeping the rooster up!? They figure out that they'll have to block out the sun. Jack realizes the soap bubbles can make clouds that will float up and cover the sun. It works -- the rooster falls asleep, and Jack pilots the tub back home. Jack helps his sister into bed, and they both have the best sleep of their lives.

Winter Blunderland

The kids bring a peppermint candy cane and some toy rubber penguins into the tub. ("What's a bath without penguins and a candy cane?") They decide to go to the north pole. They've heard that the pole is made of striped peppermint candy, and they want to lick it. The tub flies them all the way to the arctic north, but they don't know the way to the pole. Luckily they meet Yukon Speedy, the arctic explorer. He ties a team of sled penguins to the tub, who will pull them all the way to the pole! Jack is fascinated by the penguins, and wants to know everything about them. Lucky for him, the lead penguin is only too happy to answer questions. It's a long ride the pole, and when they get there they are disappointed to find that it's just a regular old wooden pole. Not something they can lick at all. It takes them a moment to realize that the sign attached doesn't say "North Pole" at all. It says "South Pole"! Jack learned during the trip that penguins don't live in the North (and Yellow claims to have known that all along), so the penguins must have dragged the tub all the way to their home in the South! And they don't want to go all the way back to the North; they're home already! Josie & Jack need some other help to find their way North, and they find it when they come across a sad Polar Bear. Jack recalls that Polar Bears only live in the North, so he must be lost. They'll help him find his way home if he pulls their tub for them! The Polar Bear is grateful for the help, and being so huge, he has no trouble at all pulling the tub. Together they get all the way to the candy-striped North Pole, and it's even sweeter than they imagined.

Labyrinth

Jack is so hooked on his book of mazes that he can't even stop doing them at bathtime, and brings the book into the tub with him. The book prompts a trip to ancient Crete, where the Emperor Speedus Maximus has just built a new labyrinth that cannot be escaped from. But he asks their help: can they go into the labyrinth with him to find the great Taurus, the Bull, who got lost in there. Speedus has heard how good Jack is at mazes, so he hopes they'll be able to help him find his way out. They enter, and for a while it's the coolest maze ever. They find Taurus, who is scary looking but actually very sweet, and just wants out of the maze. They wander and wander, but can't find their way back out again! They just seem to be going nowhere! They stop for a think, and Jack notices that Speedus' emperor robes have gotten pretty threadbare since they entered the labyrinth. How did that happen? Jack realizes this is the solution they need! Because Speedus' toga snagged on a branch just outside the labyrinth, and it unravelled his whole toga as they wandered around hunting for an exit. Which means they can follow the thread all the way back out!

Monkey See, Monkey Do

Josie and Jack are monkeying around in the tub, making monkey faces. They decide to go to the hall of the Monkey King in India. When they get there they join the monkeys swinging through the trees on vines! The tub is surprisingly good at swinging through the branches -- until it gets caught in the tippy top of a tree. A bunch of local monkeys start laughing at the sight of a bathtub stuck up a tree. Josie & Jack keep trying to get the tub, but the monkeys keep mimicking them in the most annoying ways, and it prevents them from getting to it. They realize it's monkey see, monkey do. So Josie starts a silly dance, and Jack joins in. They both know that no monkey can resist copying what it sees. It works! The monkeys all start dancing around in perfect synch with Josie & Jack!!

Then Josie & Jack do the big finish -- a giant STOMP! All the monkeys stomp too, and down comes the tub from the treetops. Mission accomplished again!



Frankenstein

Josie & Jack are playing with their action figures in the tub. (A bath isn't a bath without action figures!) They take parts from one figure and attach them to another to make an "everythingbot" made of action figures. After they get lost in their bubble fantasy as usual, they find themselves in a fantasy where their frankensteined "monster" is alive and real. And the villagers already have pitchforks and torches. Down with the monster! Josie & Jack insist to the villagers that the monster is a good boy. The villagers are hearing none of it. But they give them a few days to prove it: If Josie & Jack fail, the villagers will haul the monster away to the junkyard. Josie & Jack try every trick in the book to teach this absurd, clumsy monster how to have manners befitting civilized society. But every cup he is supposed to lift, he crushes! Every bed he tries to make, he smashes. This is ridiculous! They try everything to change him, and fail again and again. They've grown to really love this monster now, after all this training, and they really, really want him to impress the villagers. The villagers return, more angry than before, and take him to the dreaded junkyard. The worst has come true! But Josie looks around the junkyard, and gets an idea. Doesn't the monster like throwing things, and crushing things? Maybe this village needs him! It turns out the junkyard is the perfect place for him. He can throw things, he can crush things, he can tear things apart. It's everything he wanted! And he can help the villagers by smushing up their junk into little cubes! Josie & Jack couldn't be happier when the monster becomes the new village hero.

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